

**Serial No. 09/753,855
Art Unit No. 2175**

LISTING OF CLAIMS

1-14 (canceled)

15. (original) An architecture neutral system for building clients that access a legacy system, the neutral system comprising:

at least one client location;

at least one server location;

a bi-directional communication link connecting each of the at least one client and server for transmitting two kinds of messages, a first message being a synchronous query/response, and a second message being an asynchronous subscription based event notification, whereby arbitrary data structures can be rendered into a standard communication format by applying said the contents of an asynchronous subscription based event notification for providing synchronous query/response communications.

16. (original) The system as recited in Claim 15, wherein the synchronous query/response is used to submit queries from the client to the server.

17. (original) The system as recited in Claim 15, wherein a client request includes an ID and a property.

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18. (original) The system as recited in Claim 17, wherein the communication link locates an object associated with the ID, and invokes an extension registered to handle queries for the property.

19. (original) The system as recited in Claim 15, wherein the extension returns a structured text document to be transmitted to the client as a response.

20. (original) The system as recited in Claim 19, wherein the structured text document is in XML format.

21. (original) A method for building clients that access a legacy system, the method comprising:

forming a simple bi-directional communication link between each of the clients and a server; and

transmitting along said communication link two kinds of messages, a first message being a synchronous query/response, and a second message being an asynchronous subscription based event notification, to allow arbitrary data structures to be rendered into a standard communication format.

22. (original) The method as recited in Claim 21, further comprising employing synchronous event notification based on a subscription based communication model.

23. (original) The method as recited in Claim 22, further comprising the client initiating an event.

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24. (original) The method as recited in Claim 22, further comprising the server initiating an event.
25. (original) The method as recited in Claim 23, wherein an event includes an event type and event-specific information describing the event.
26. (original) The method as recited in Claim 21, further comprising components on the server registering listeners to receive notifications of particular event types.
27. (original) The method as recited in Claim 21, further comprising components on the client registering listeners to receive notifications of particular event types.
28. (original) The method as recited in Claim 21, further comprising providing an application that accesses legacy systems and data.
29. (original) The method as recited in Claim 21, further comprising adding low-tech "extensions" to provide services.
30. (original) The method as recited in Claim 21, further comprising providing access both to legacy data and to legacy code.

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31-37 (canceled)

38. (original) A method as recited in Claim 21, wherein the step of forming includes building a heterogeneous linked structure.

39 (canceled)

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